Building a Stronger Coast in Maine

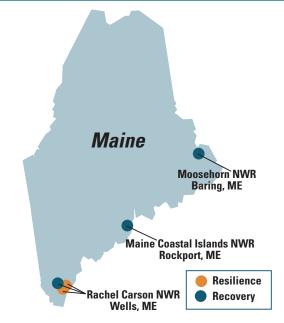
Hurricane Sandy Recovery and Resilience Projects

The U.S. Fish and Wildlife Service, through the Disaster Relief Appropriations Act of 2013, is investing \$4.7 million in projects to help Maine recover from impacts of Hurricane Sandy and to better withstand future storms. The projects will restore and add resilience to saltwater habitats and repair and restore national wildlife refuge (NWR) facilities for safe visitor and staff access.

Four planned projects will:

- Restore 50 acres of coastal shrublands
- Repair infrastructure and utilities at three national wildlife refuges (NWRs)

Total funding: \$698,750



MAINE RESILIENCE AND RECOVERY PROJECTS

Project	Туре	Description	Location	Funding Awarded
Protect property and help coastal wildlife	Resilience	Engineer coastal marsh for higher resilience to sea level rise and storms	Rachel Carson NWR, MA and RI	\$86,000 Amount above investeds in Maine out of \$4,150,000 in total funding
Repair roads, impoundments and water control structure	Recovery	Repair damage and build up defense against future events	Moosehorn NWR	\$570,000
Repair HVAC system	Recovery	Repair heating and A/C system	Maine Coastal Islands NWR	\$23,750
Repair boardwalk and building roof	Recovery	Restore infrastructure for visitor access and safety	Rachel Carson NWR	\$19,000

REGIONWIDE SCIENCE PROJECTS

Maine also will benefit from regionwide science projects designed to help resource managers, planners, conservation partners and private landowners make better-informed decisions.

Project	Description	Location	Funding Awarded
A Stronger Coast: increase coastal resilience and preparedness	Identify current condition of salt marshes, evaluate shifts in sandy beaches, provide scientific data to help strengthen the coast	RI, VA	\$2,060,000

For more information, visit http://www. fws.gov/hurricane/sandy/ or contact:

1800/344 WILD http://www.fws.gov

April 2015







Margie Brenner **Public Affairs Specialist** margie brenner@fws.gov 413/992 8132